

NO SABOTAGE ALLOWED

Operating within an inherited design on COUNTERSPY

BY ED KAY

LEAD DESIGNER, **DYNAMIGHTY**

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DYNAMIGHTY

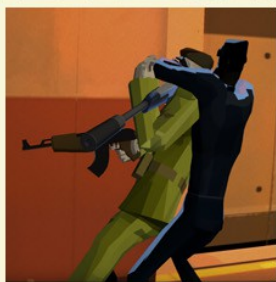


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SAN FRANCISCO, CA
MARCH 17-21, 2014
EXPO DATES: MARCH 19-21

2014

COUNTERSPY™









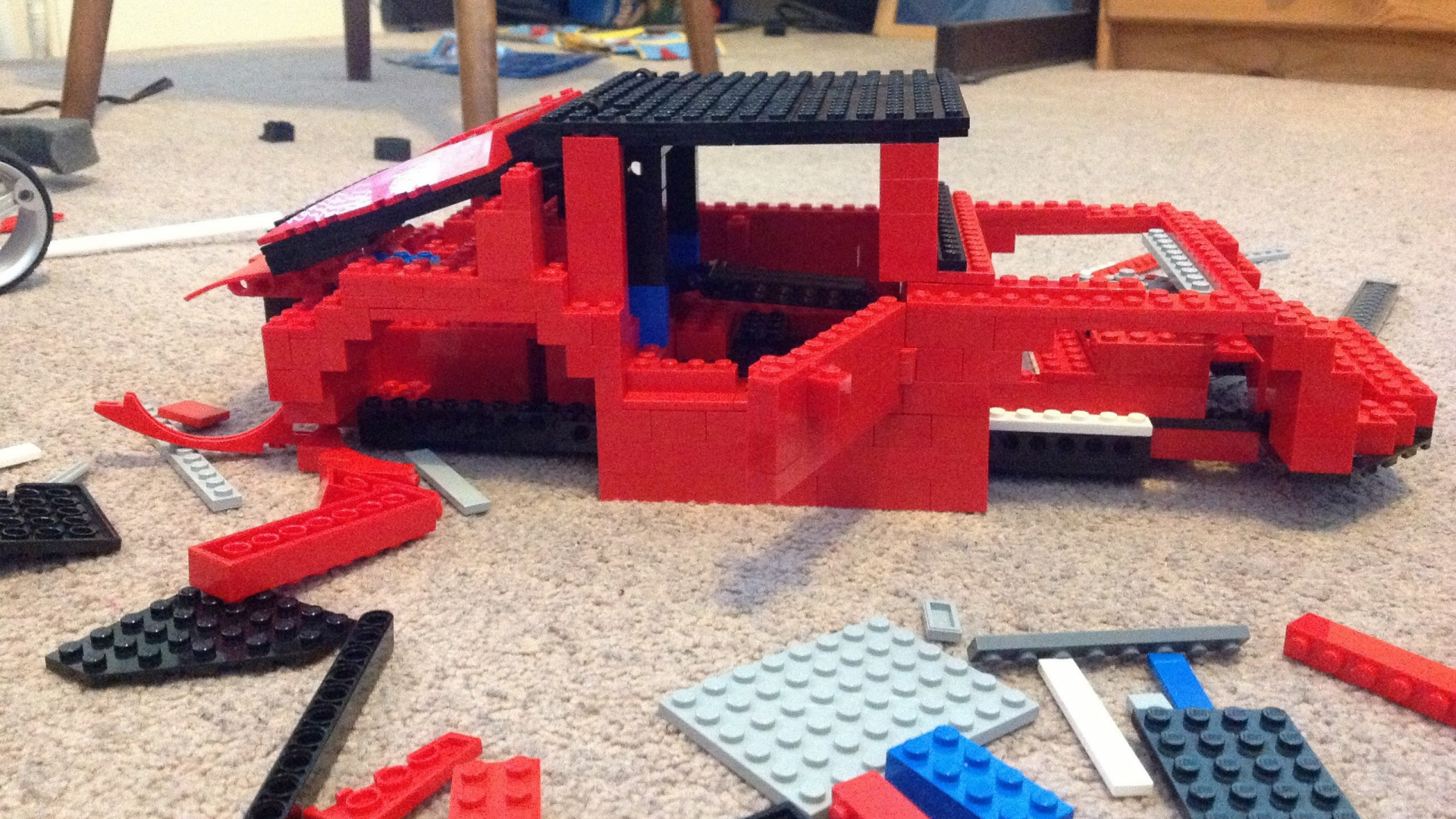






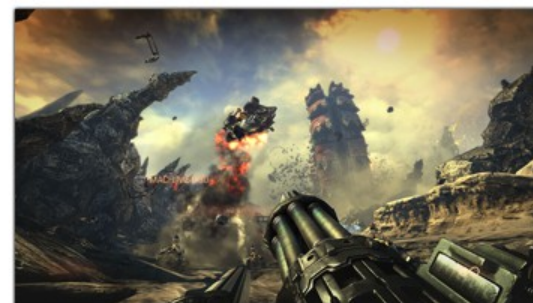
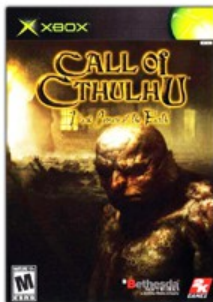






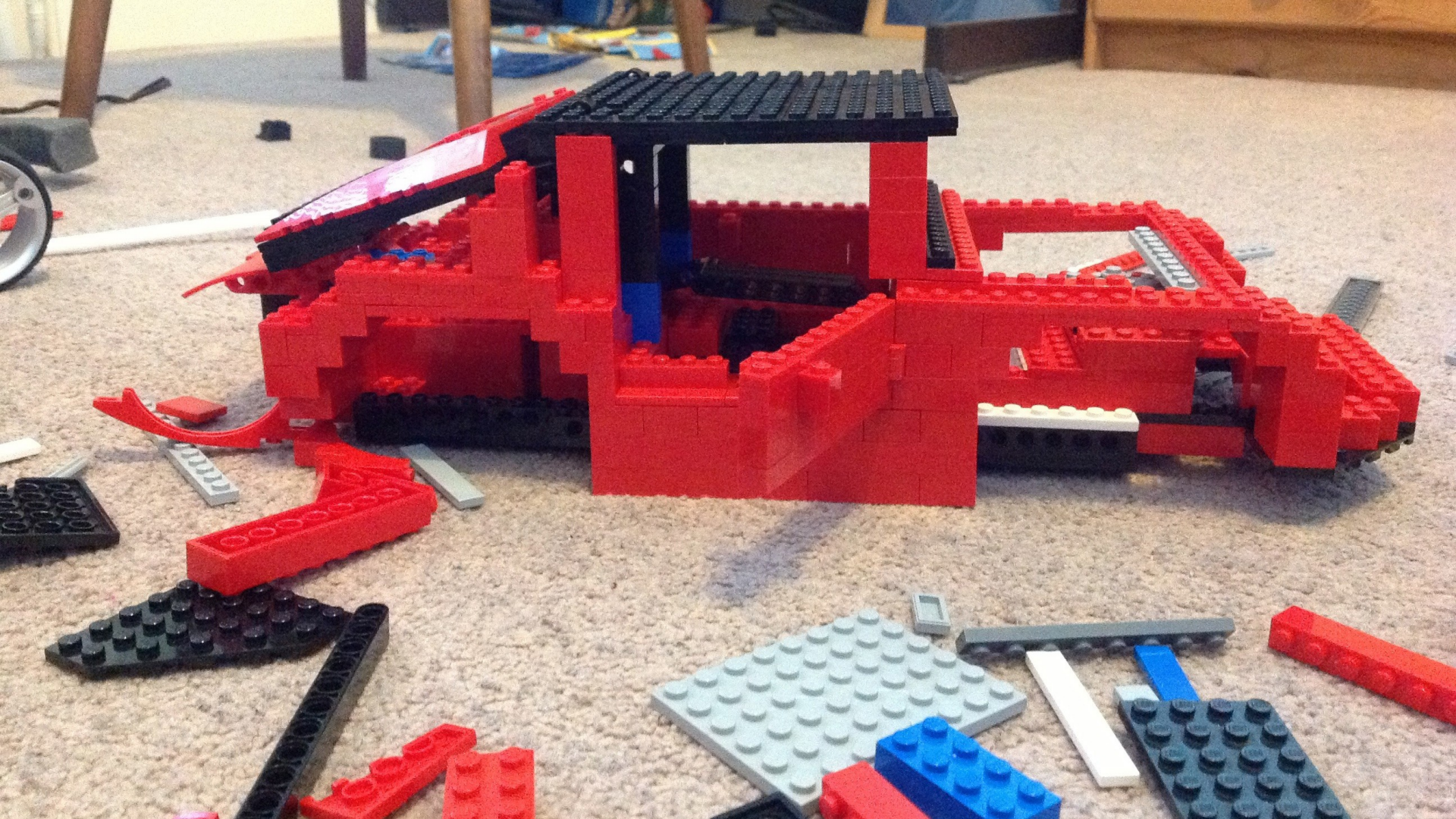


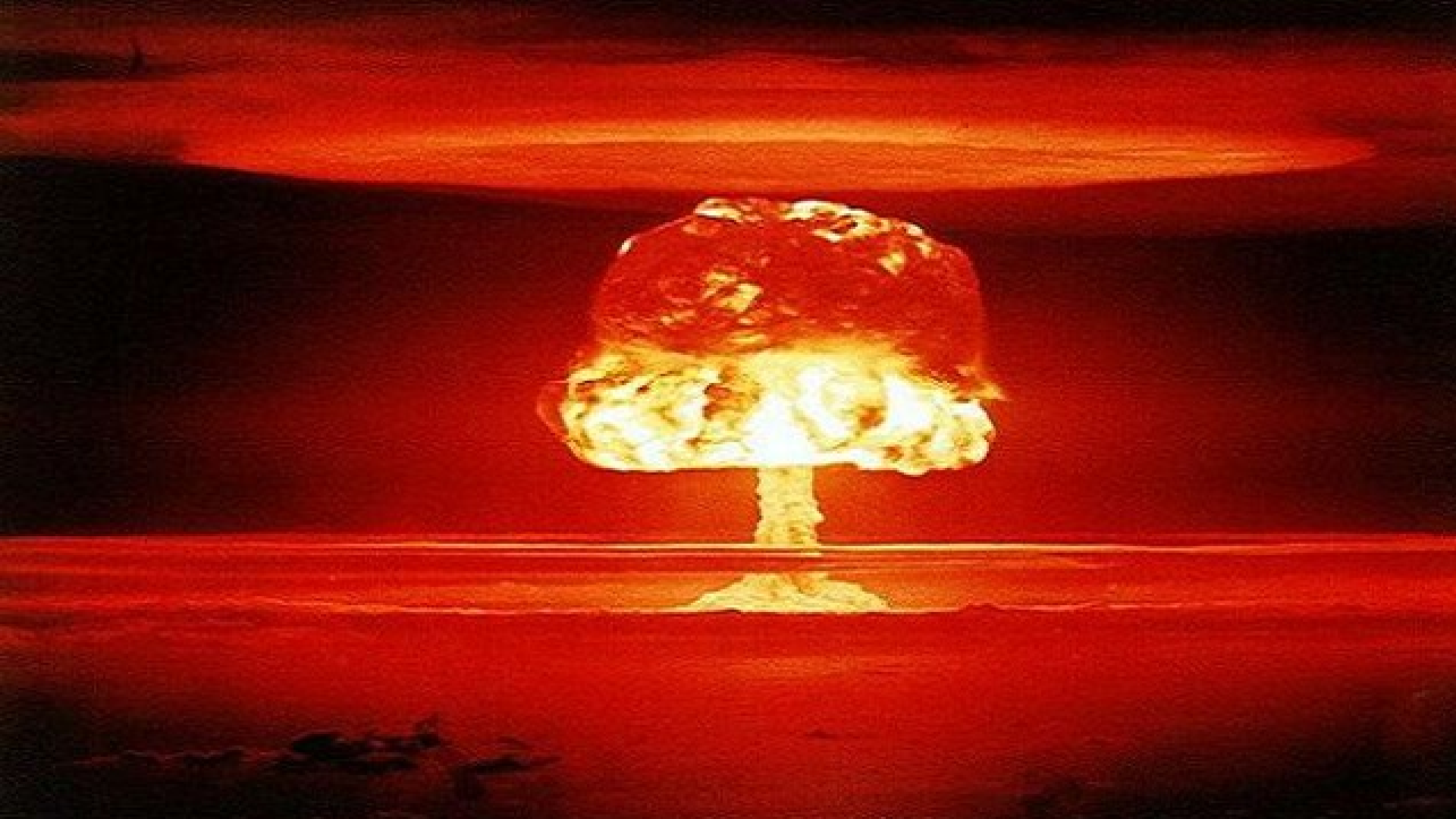




HEADSHOT +50

275 M







LUCASARTS™



STAR WARS

III



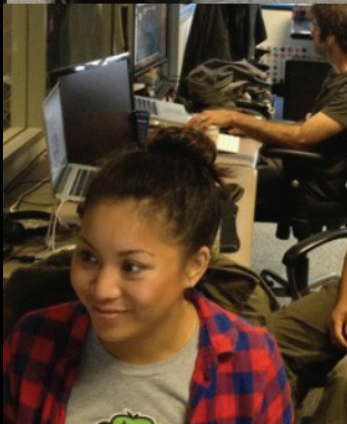




1982 - 2013



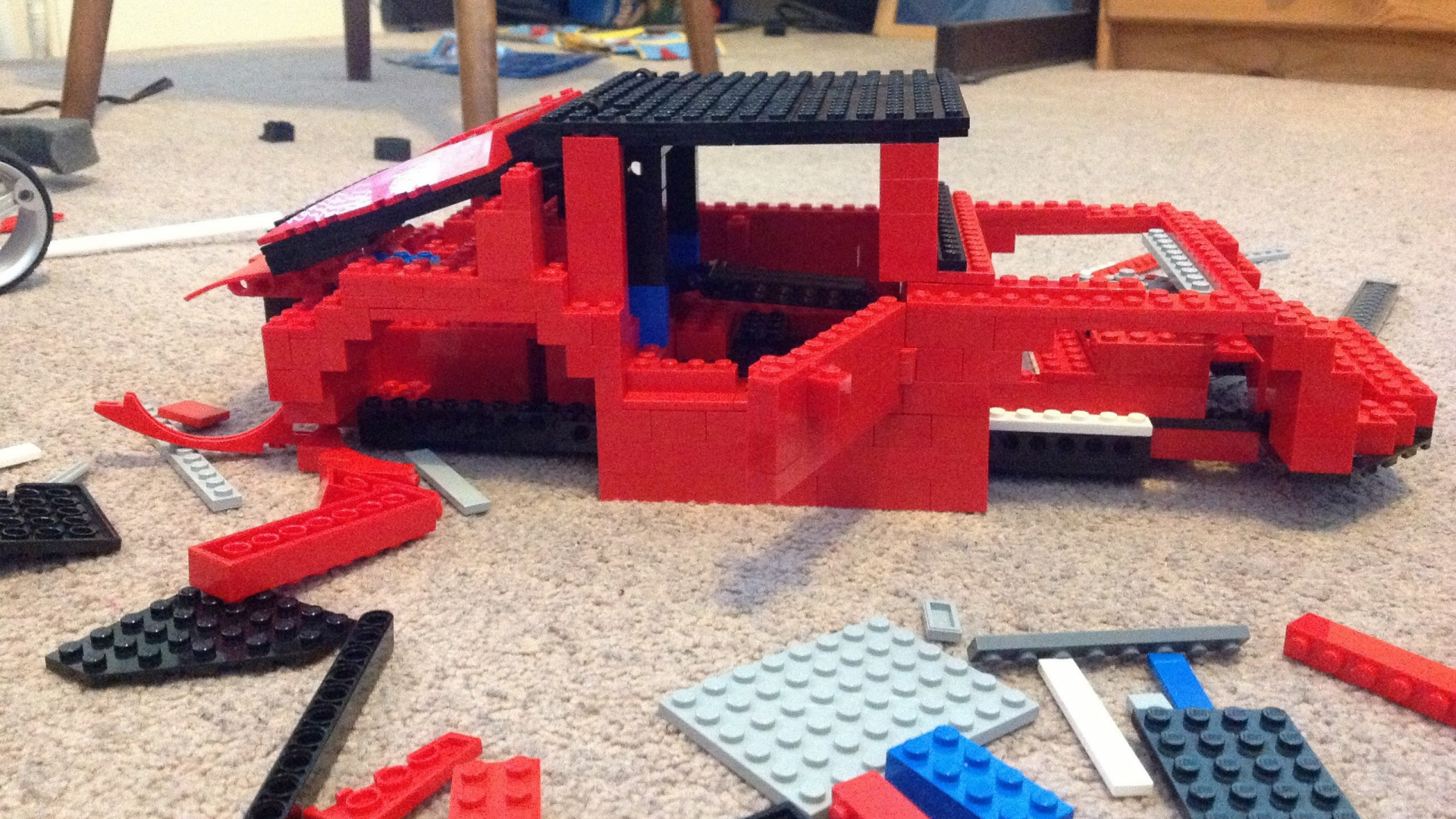






HEADSHOT +50

275 M



STEP 1

Assess the situation



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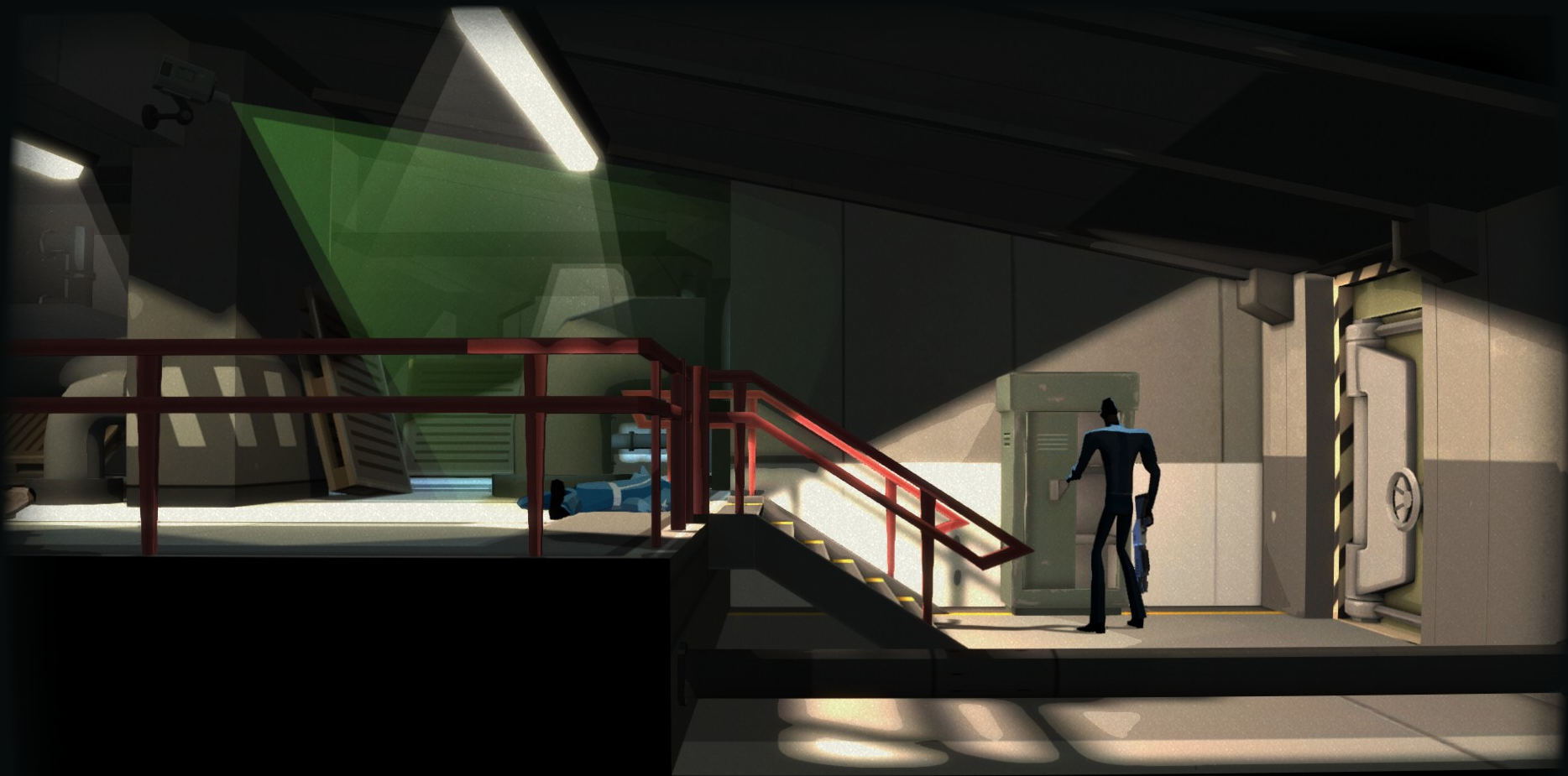


COUNTERSPY

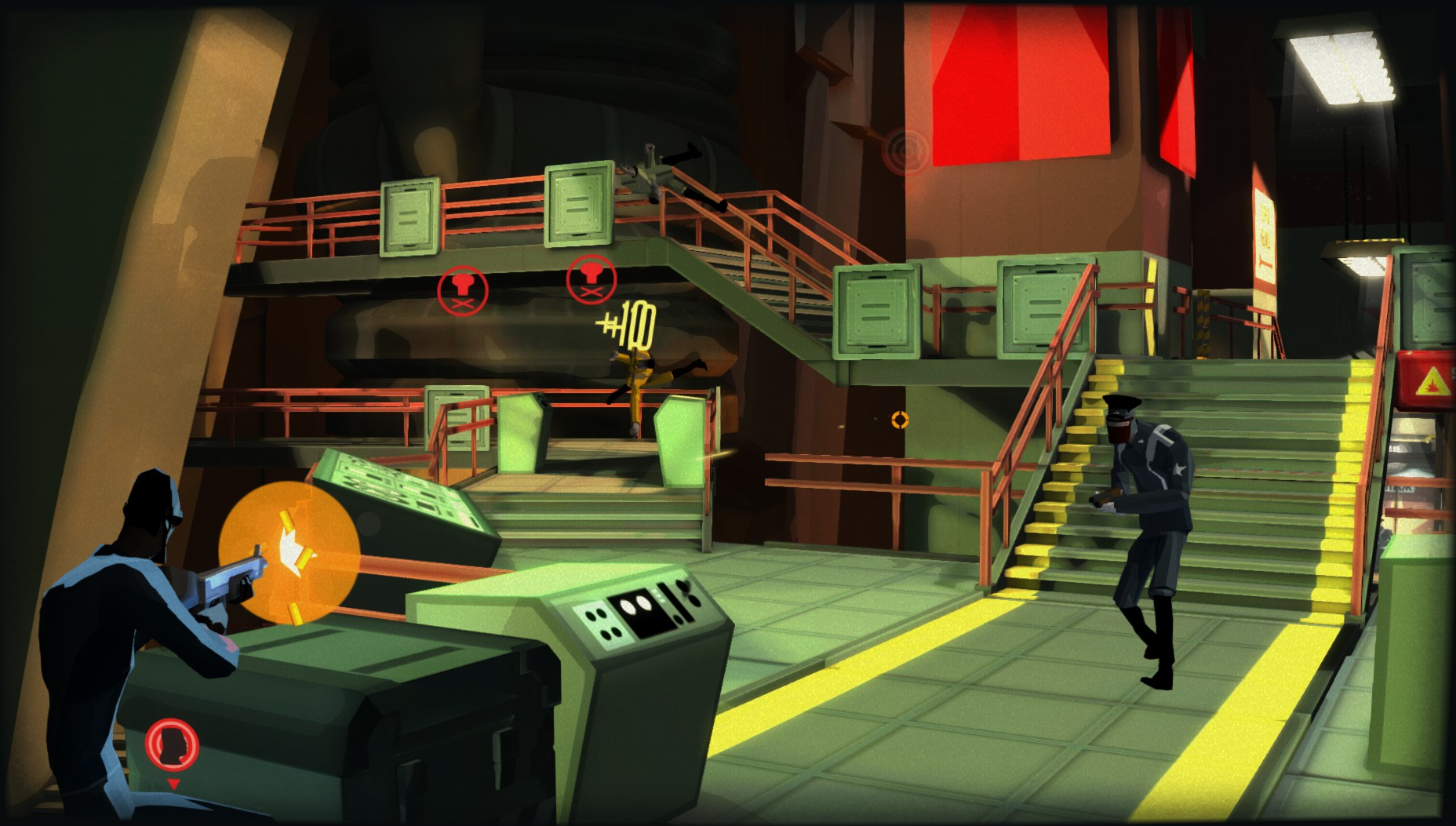


DYNAMIGHTY

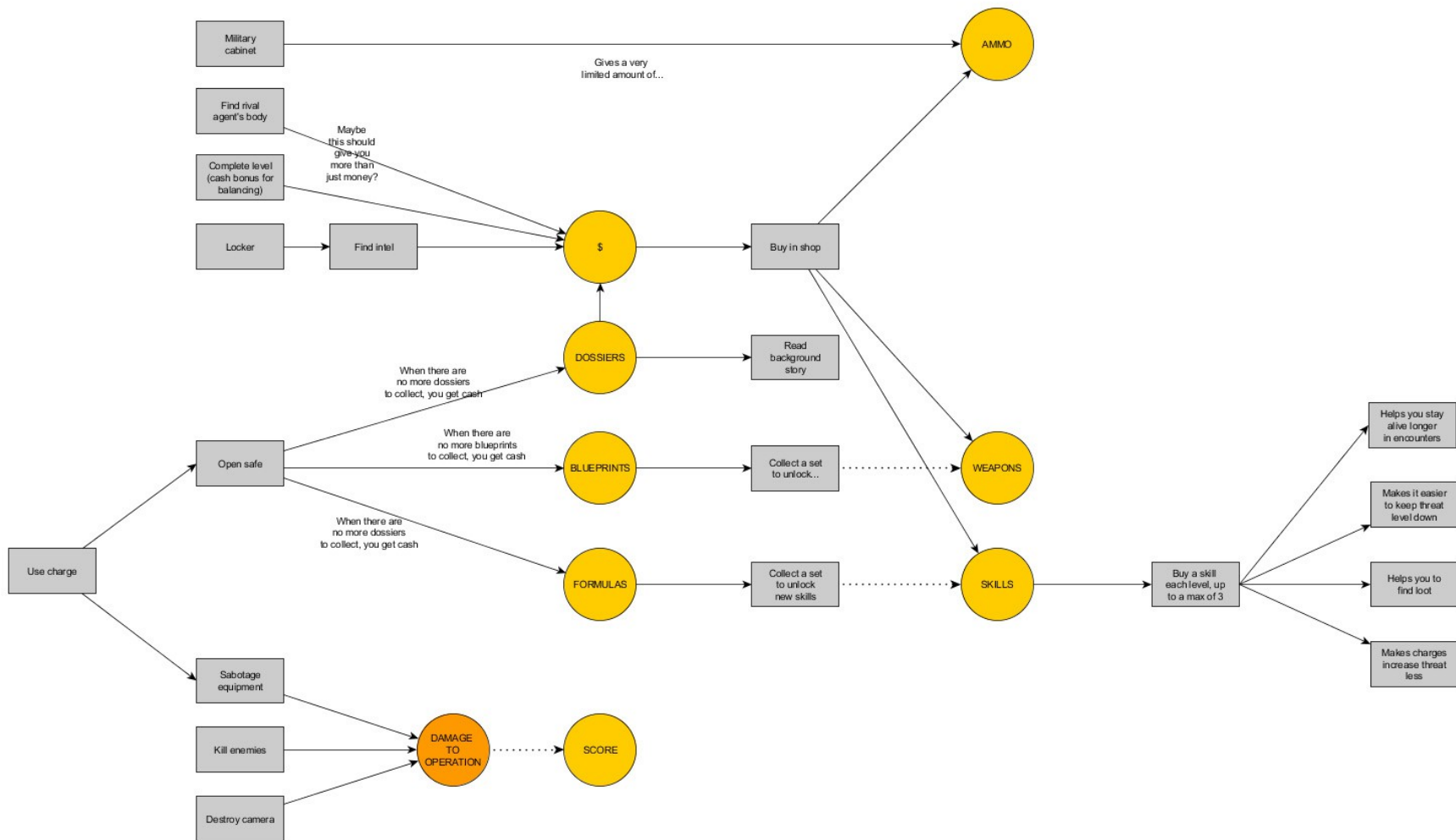


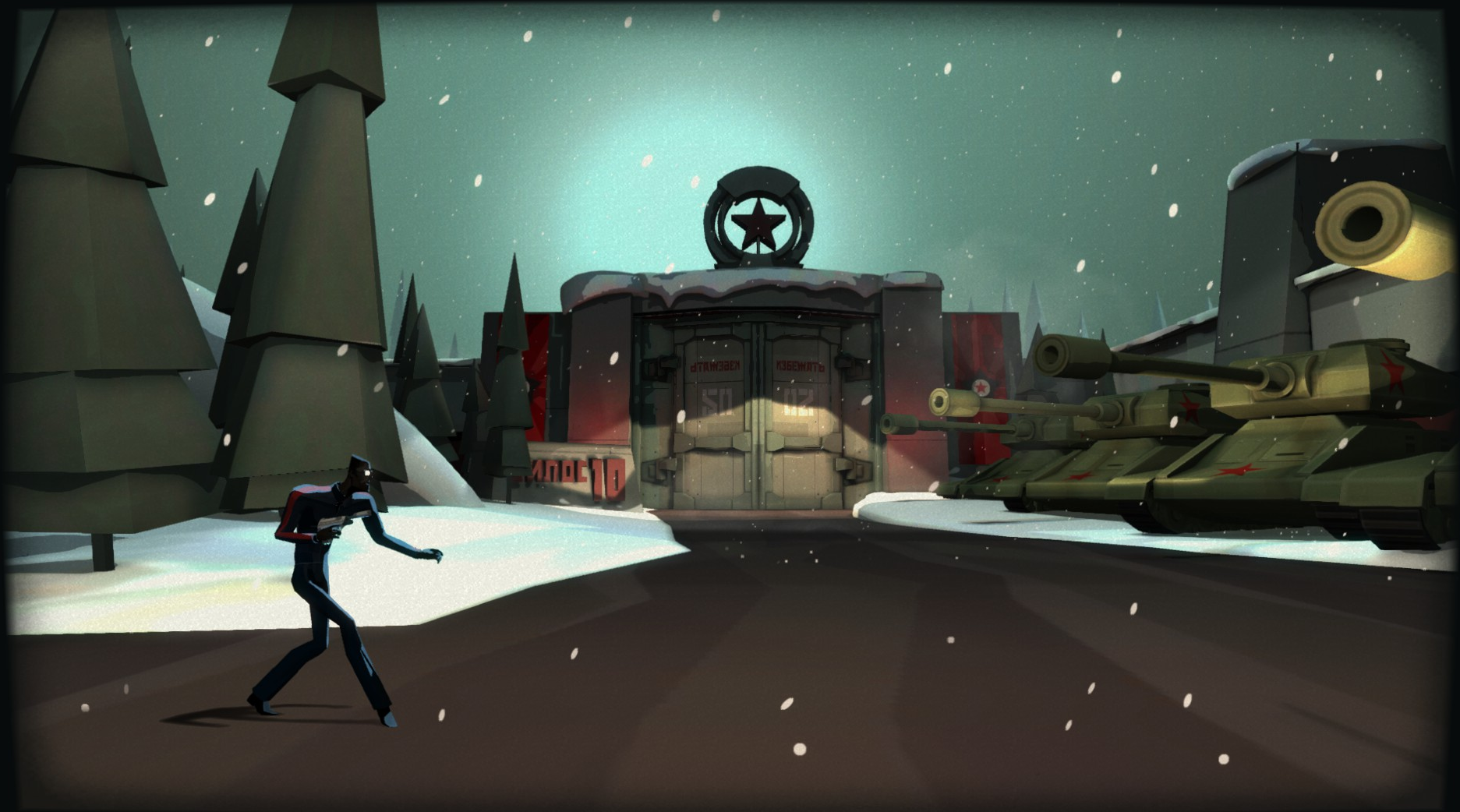






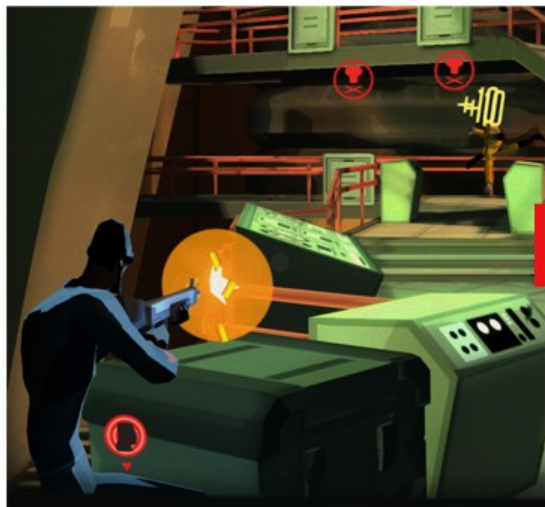




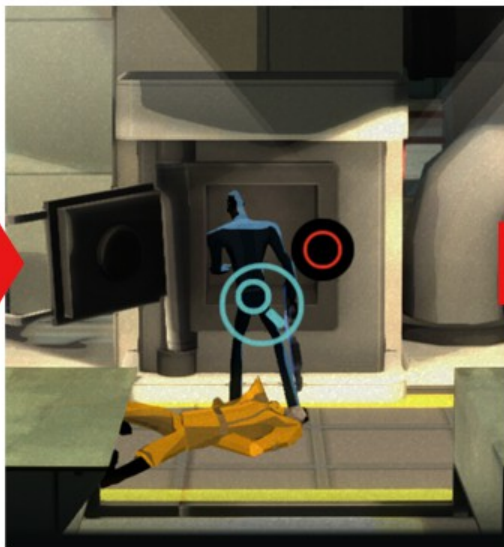




Shoot

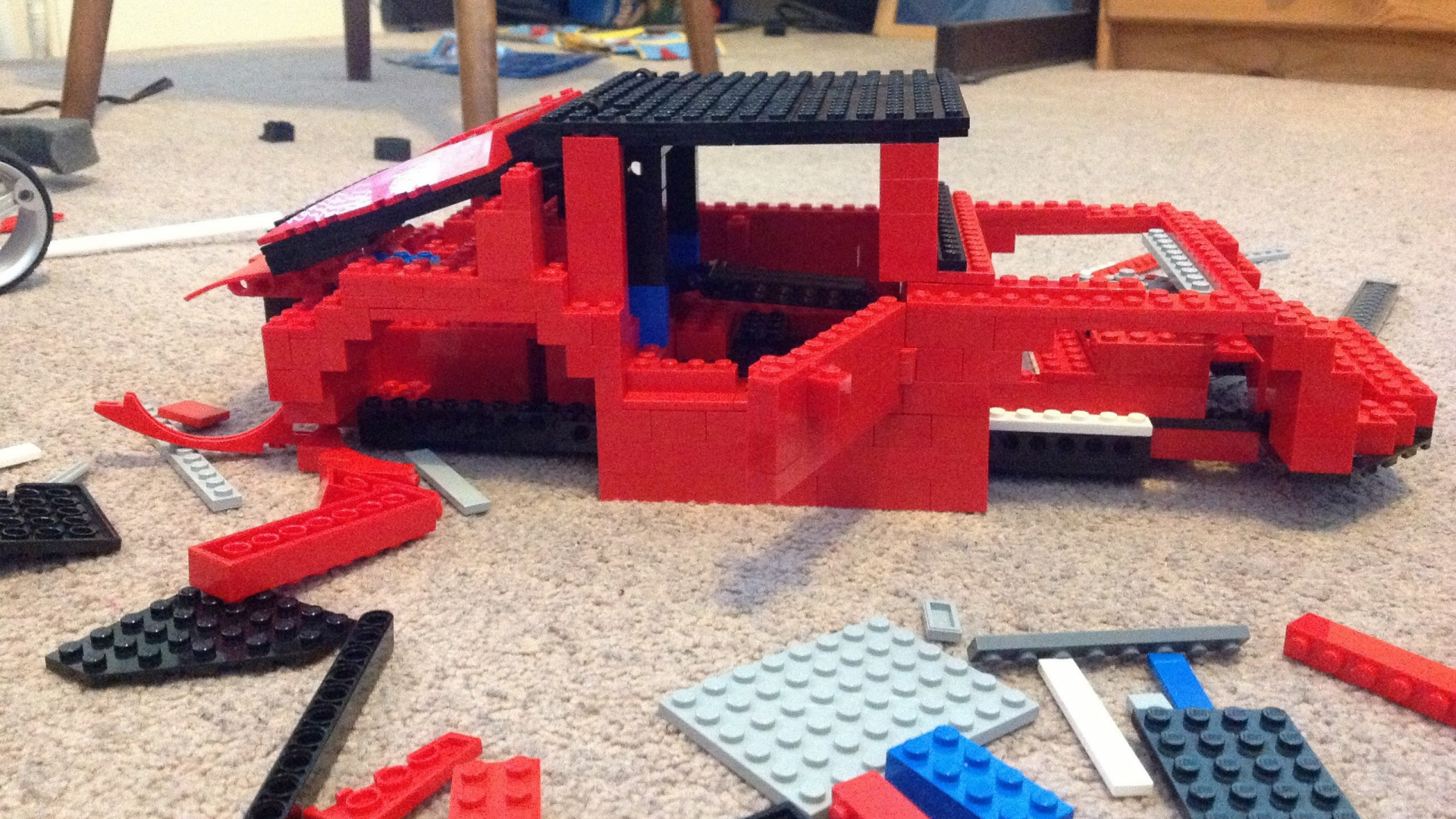


Search



Leave







CORE ISSUES

- ▶ **Pacing**
- ▶ **Variety**
- ▶ **Depth**



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STEP 2

Fix the weaknesses



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CORE ISSUES

- ▶ **Pacing**
- ▶ **Variety**
- ▶ **Depth**



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➔ *THE GAME'S STRUCTURE*

- ▶ **Two separate campaigns of 10 levels**
- ▶ **Shoot enemies, search for intel**
- ▶ **Reach the rocket within the time limit**

➔ *THE GAME'S STRUCTURE*

- ▶ **Two separate campaigns of 10 levels**
- ▶ **Shoot enemies, search for intel**
- ▶ **Reach the rocket within the time limit**

60   3:00 290





→ ***LONG TIME LIMITS ARE EVIL!***

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Total Time
4'12"275

Time
60


Score
1103593

Extend Time
LAP 1'01"446

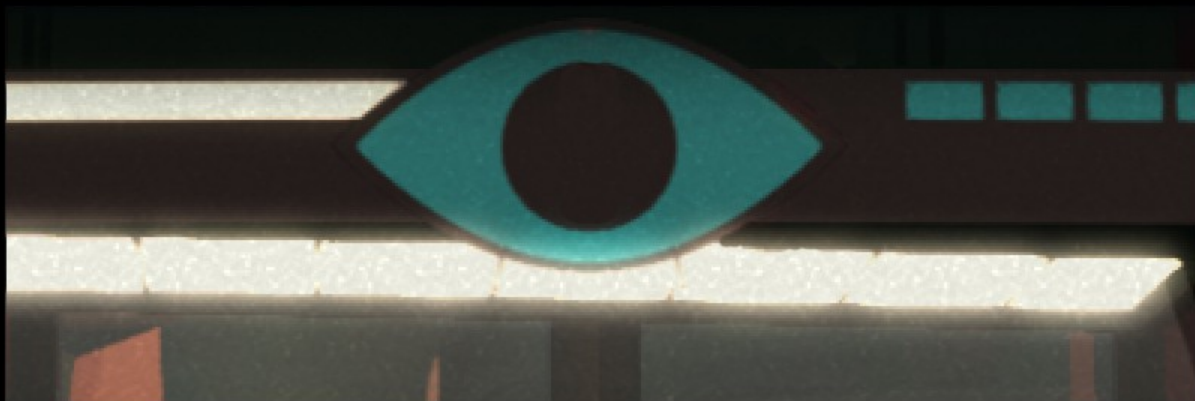


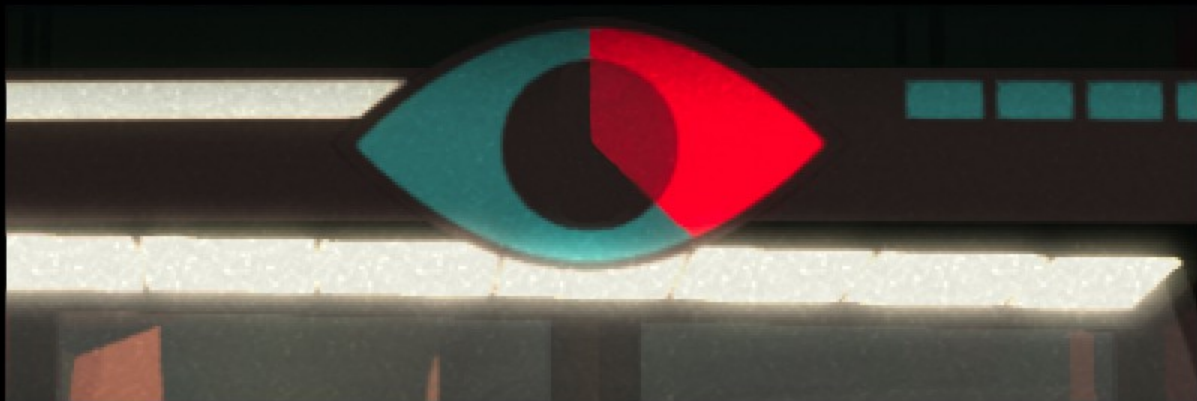
289 km/h



60   3:00  290





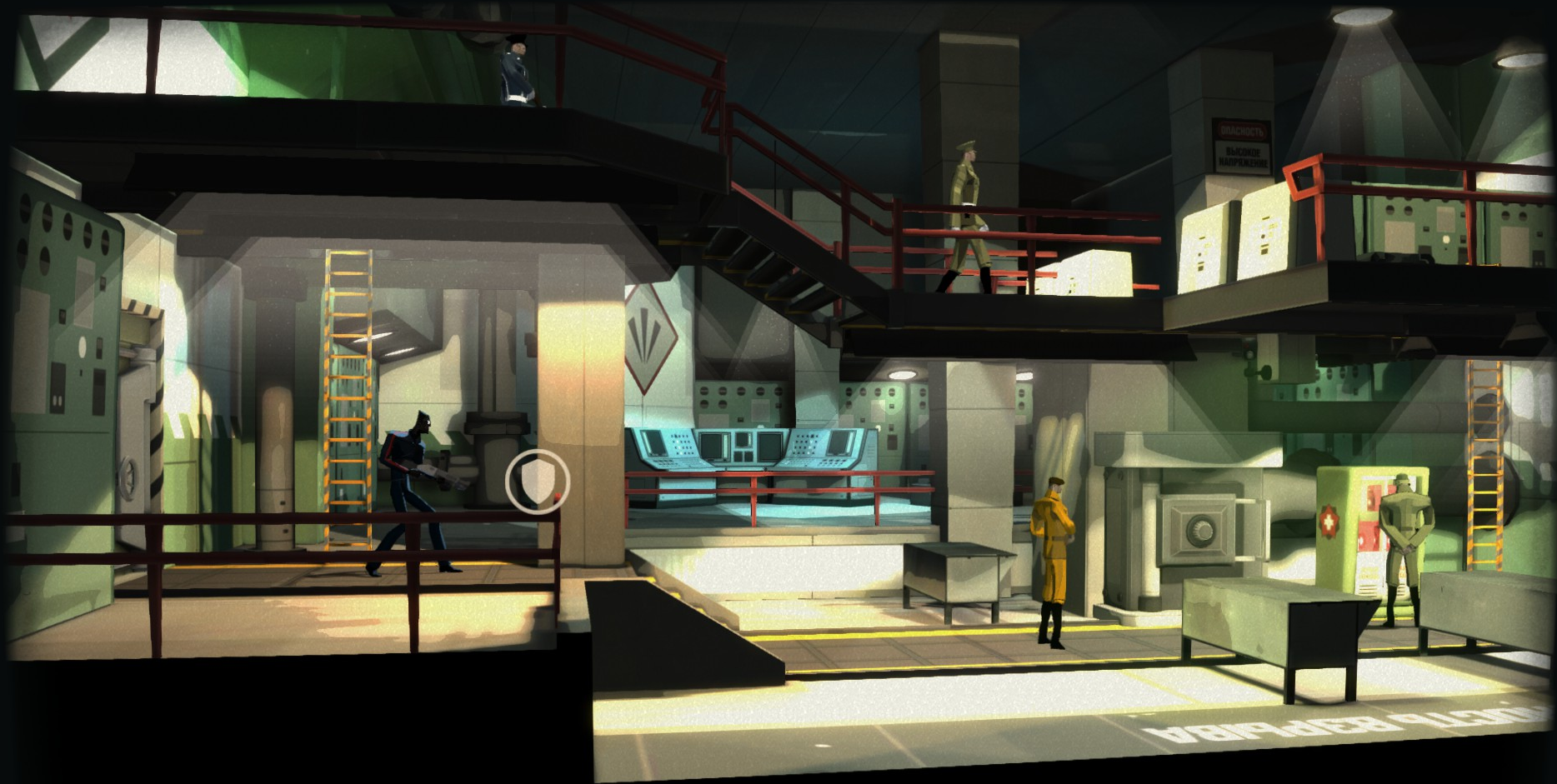












CORE ISSUES

✓ **Pacing**

▶ **Variety**

▶ **Depth**



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STEP 3

Leverage the strengths



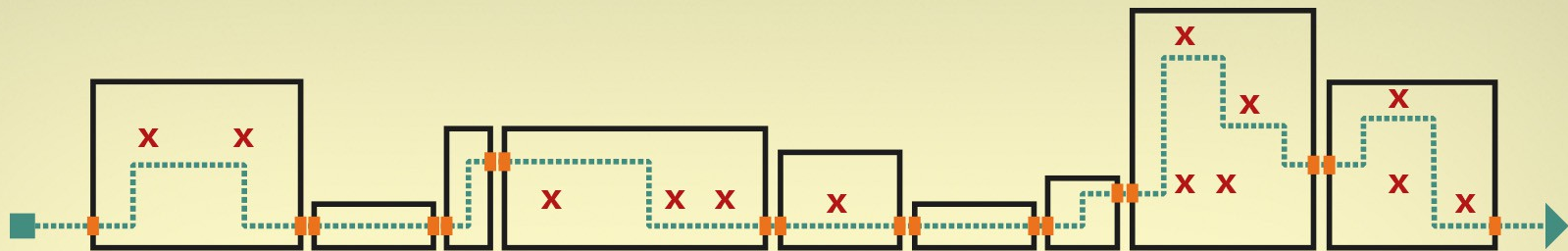
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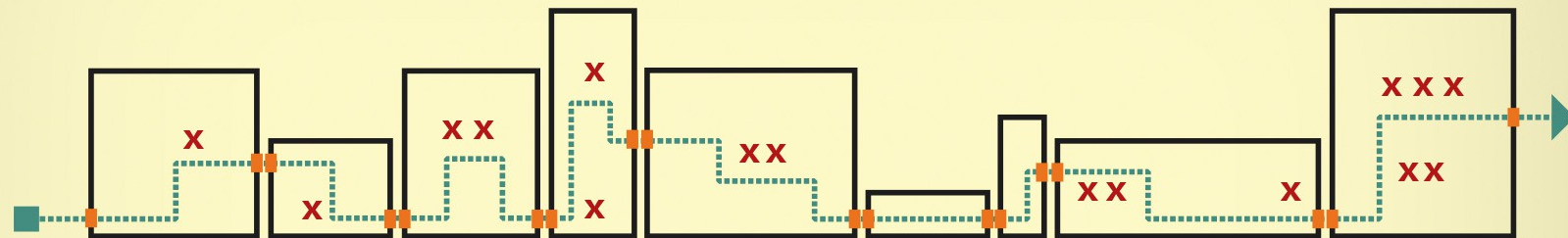
2014



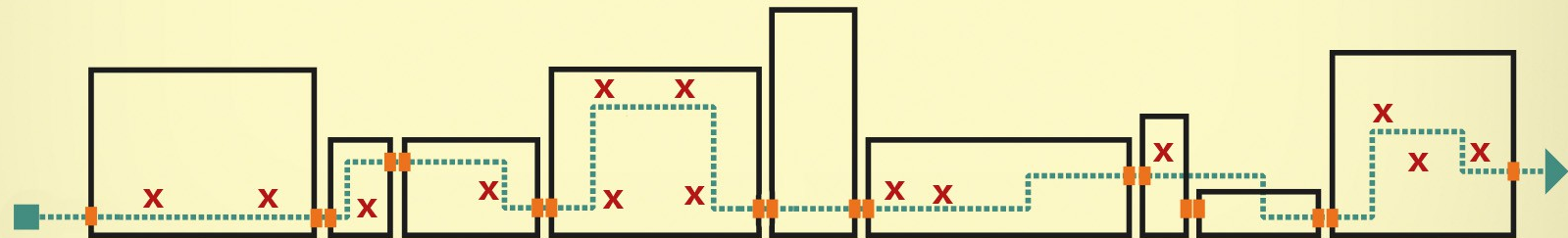
START

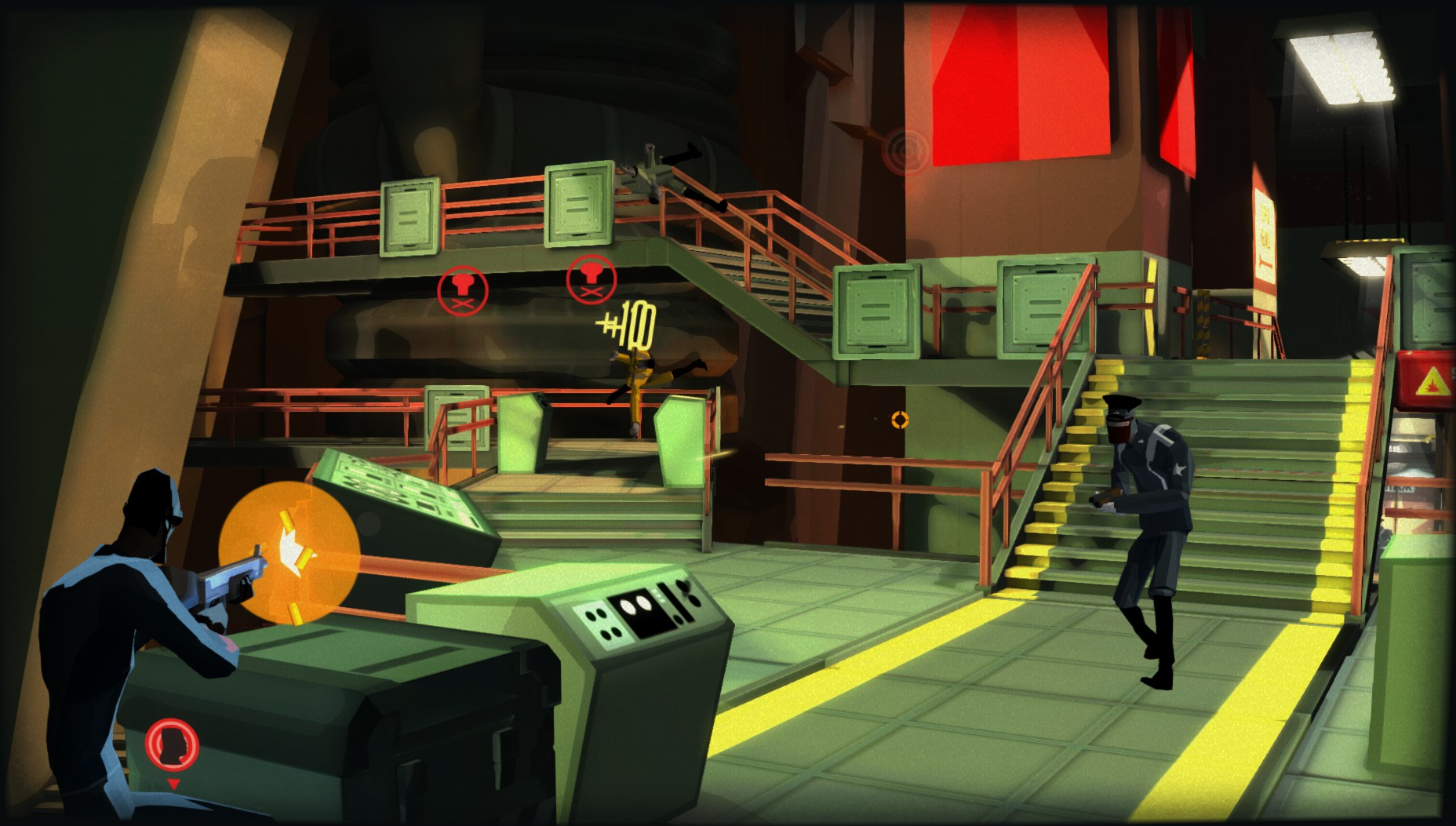


START



START







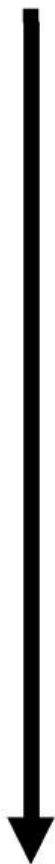
SELECT CAMPAIGN

WEST



EAST





WEST: Level 1
WEST: Level 2
WEST: Level 3
WEST: Level 4
WEST: Level 5

EAST: Level 1
EAST: Level 2
EAST: Level 3
EAST: Level 4
EAST: Level 5



WEST: Level 1
EAST: Level 1
EAST: Level 2
WEST: Level 2
EAST: Level 3
WEST: Level 3
WEST: Level 4
EAST: Level 4
WEST: Level 5
EAST: Level 5

SELECT MISSION

WEST



EAST



CORE ISSUES

- ✓ **Pacing**
- ✓ **Variety**
- ▶ **Depth**



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SELECT MISSION

WEST



EAST



SELECT MISSION

WEST

4



2

EAST



STEP 4

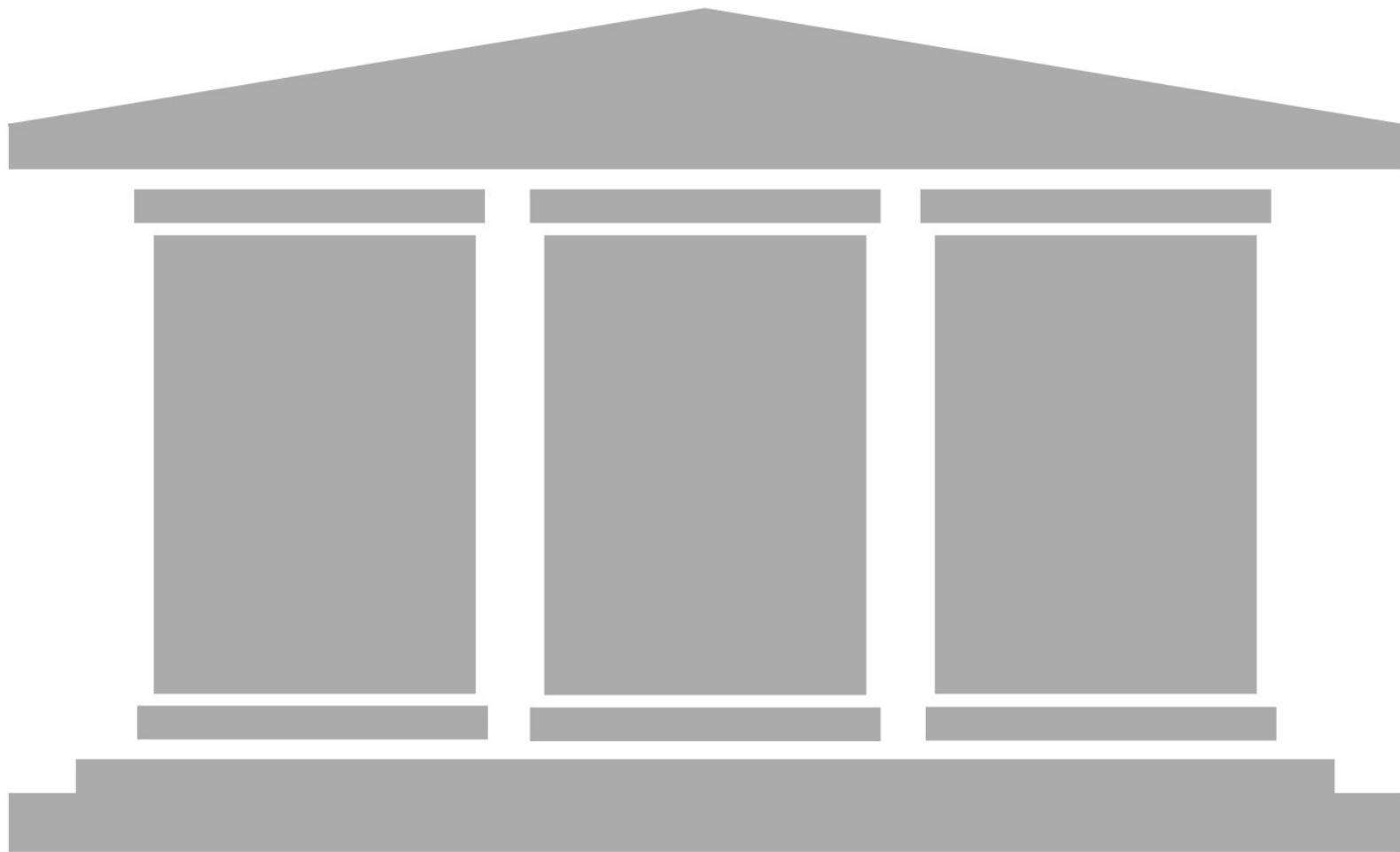
**Use an iterative
design process**



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MENU

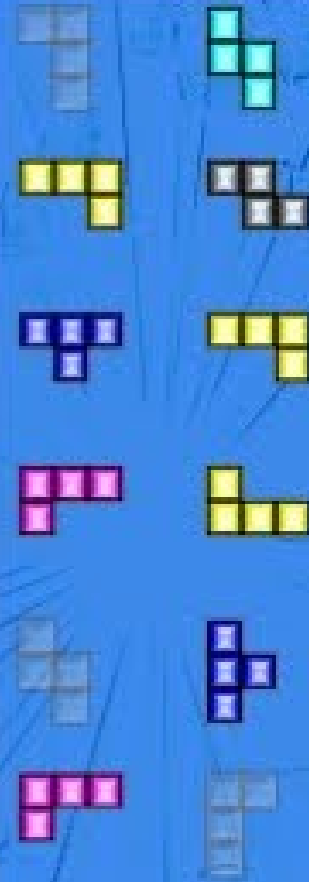
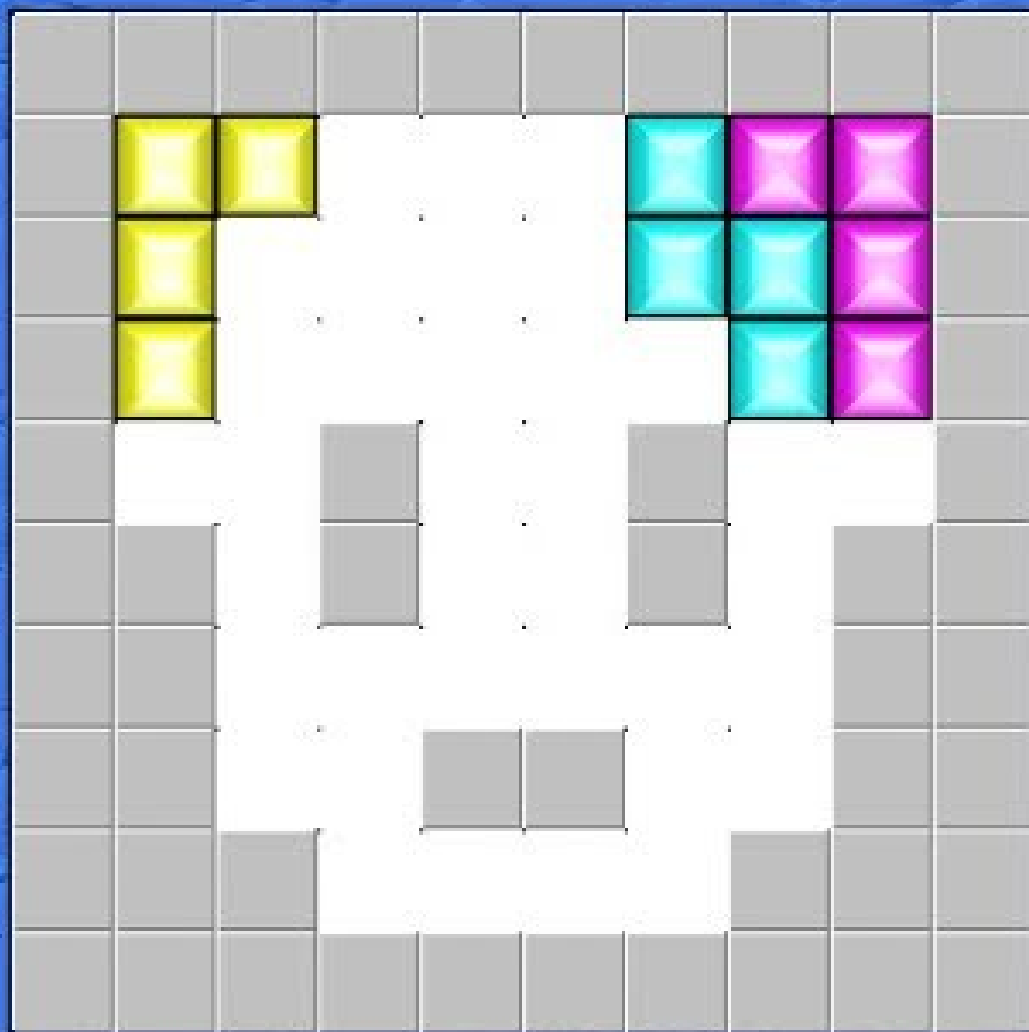
HARD

L-1

TIME

0:37

**MORE
GAME**



HINT

RESET

SELECT MISSION

WEST

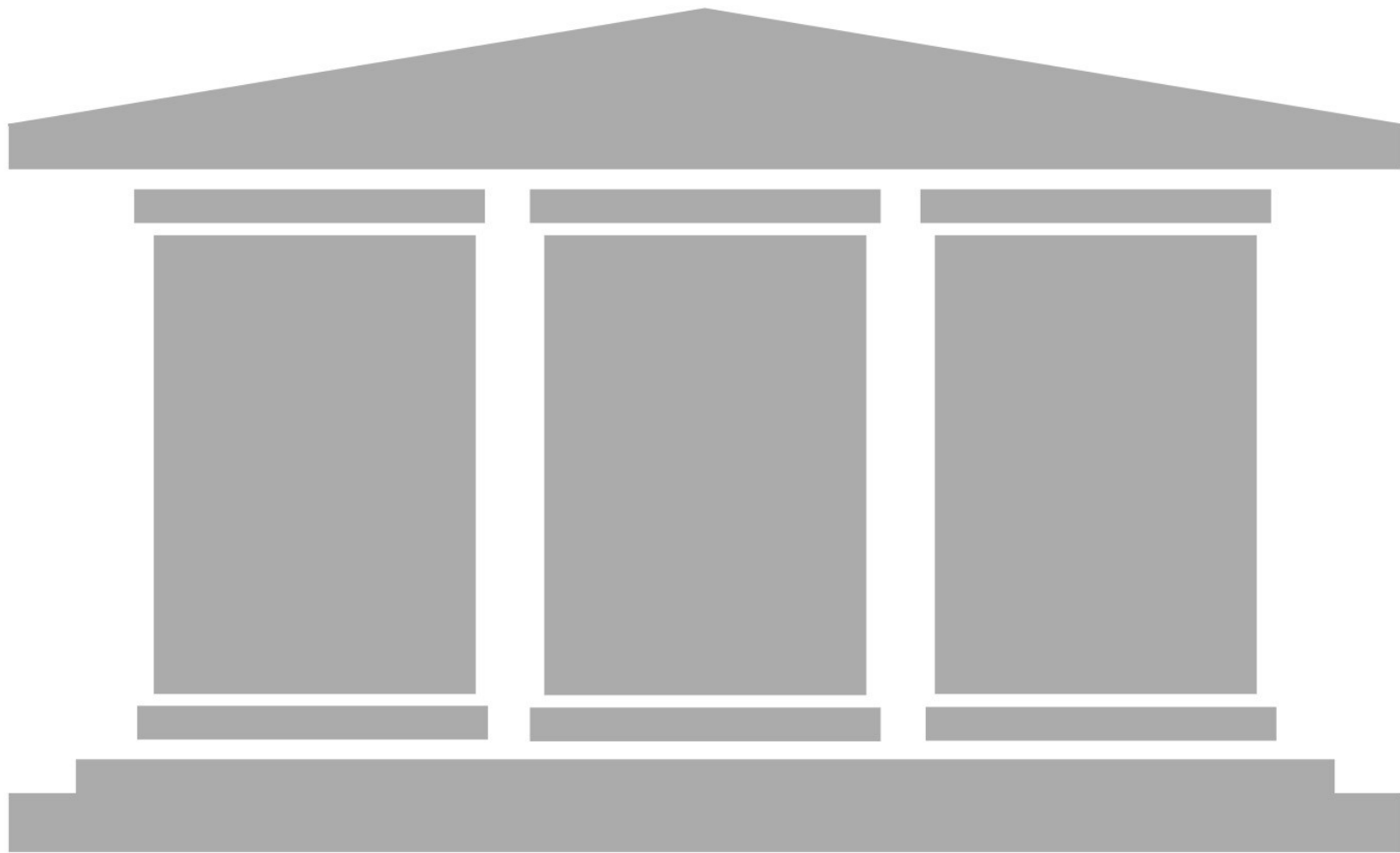
4



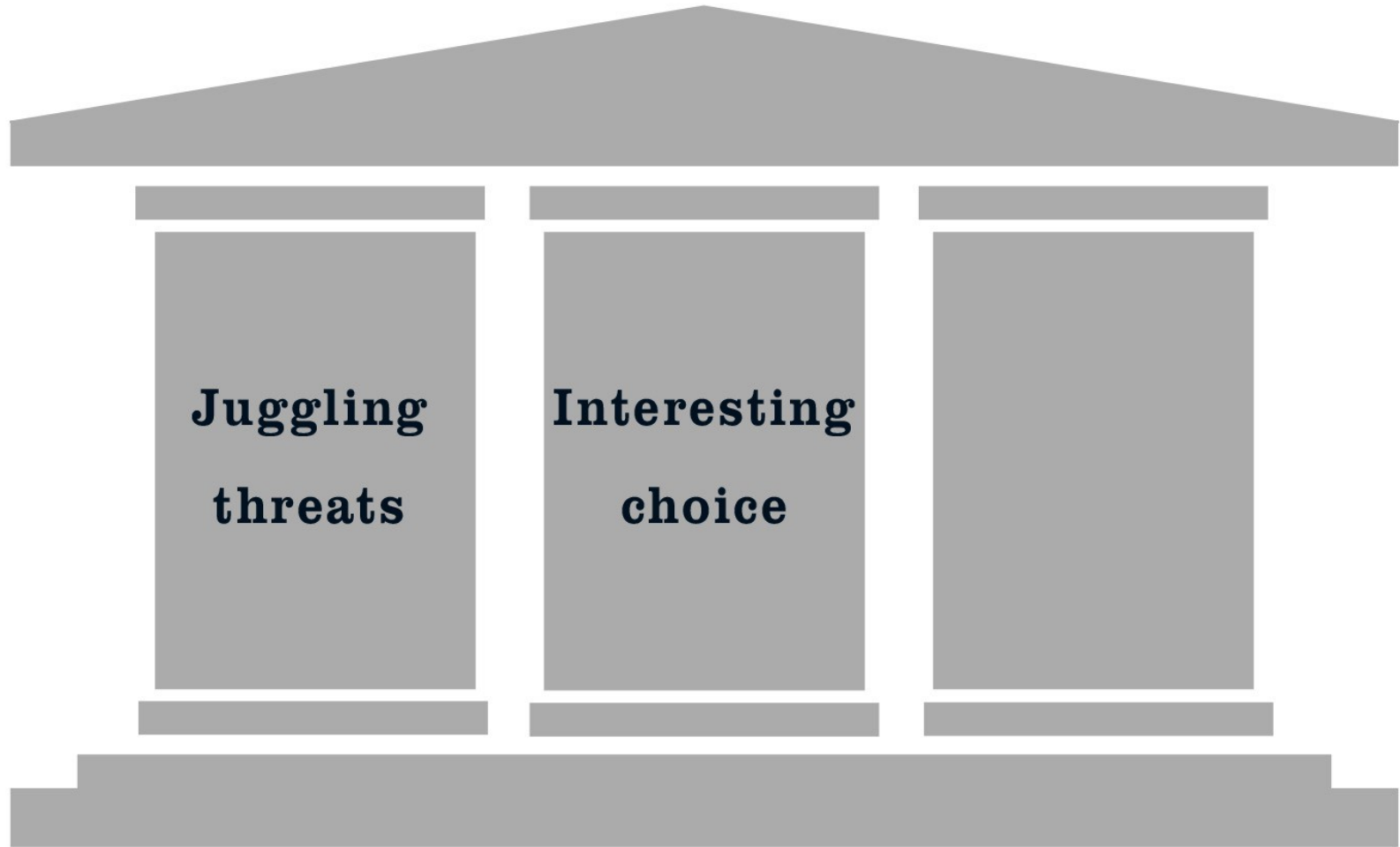
2

EAST



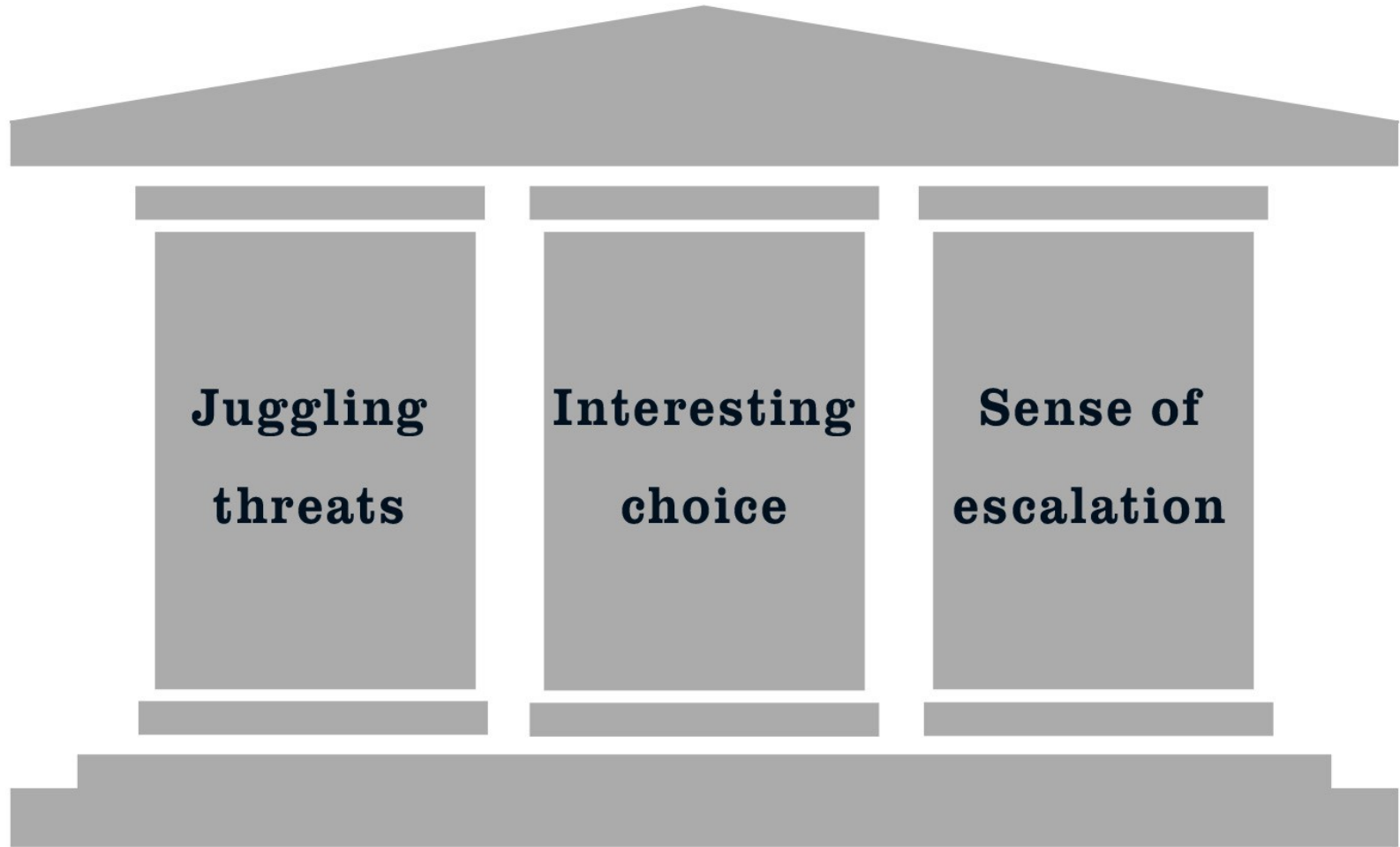






**Juggling
threats**

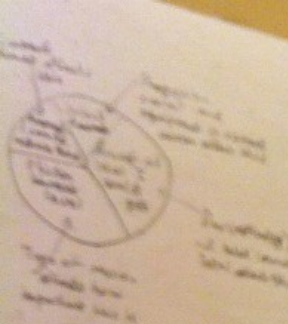
**Interesting
choice**



**Juggling
threats**

**Interesting
choice**

**Sense of
escalation**



FALLING INTO A GUY
INSTEAD OF MELEE
THE COVER SPREADING
INTERACTABLES NERE COVER
COVER NOT NOW MATTERS ABOUT
ROLE MEANINGLESS
BEING CALLED FALL OFF LOGS

[illegible]

ITERATION 1

WEST



EAST



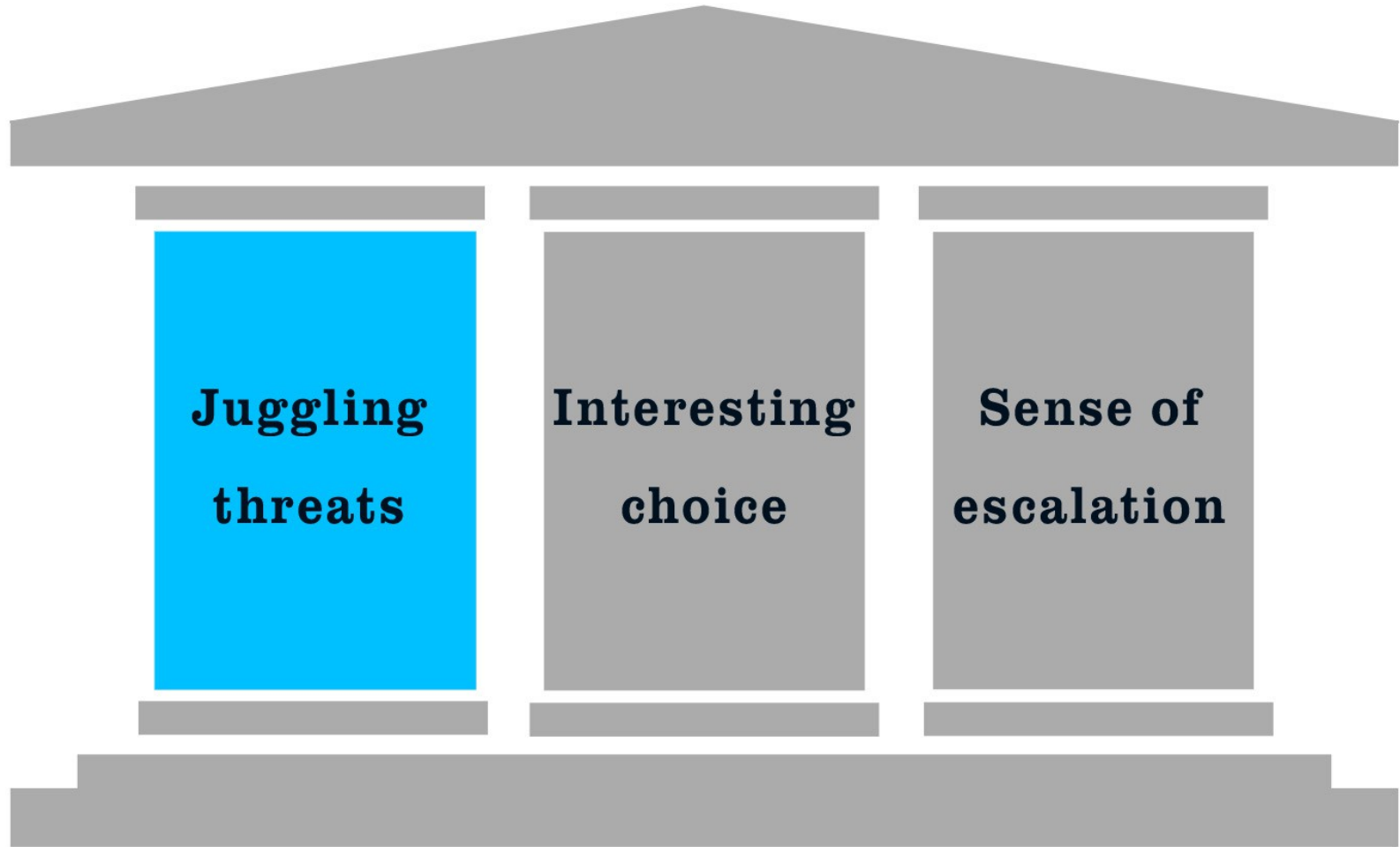
ITERATION 1

WEST



EAST





**Juggling
threats**

**Interesting
choice**

**Sense of
escalation**

ITERATION 1

WEST



EAST



WEST



EAST



WEST



EAST



+3

PLAY MISSION

WEST

5

+4

PLAY MISSION

EAST

4

ITERATION 2

WEST



EAST



WEST

1

EAST

4

WEST

4

+3

PLAY MISSION

EAST

2

-2

WEST

-2



EAST

+2



PLAY MISSION

WEST

4

+2

PLAY MISSION

EAST

2

-2

WEST

-2

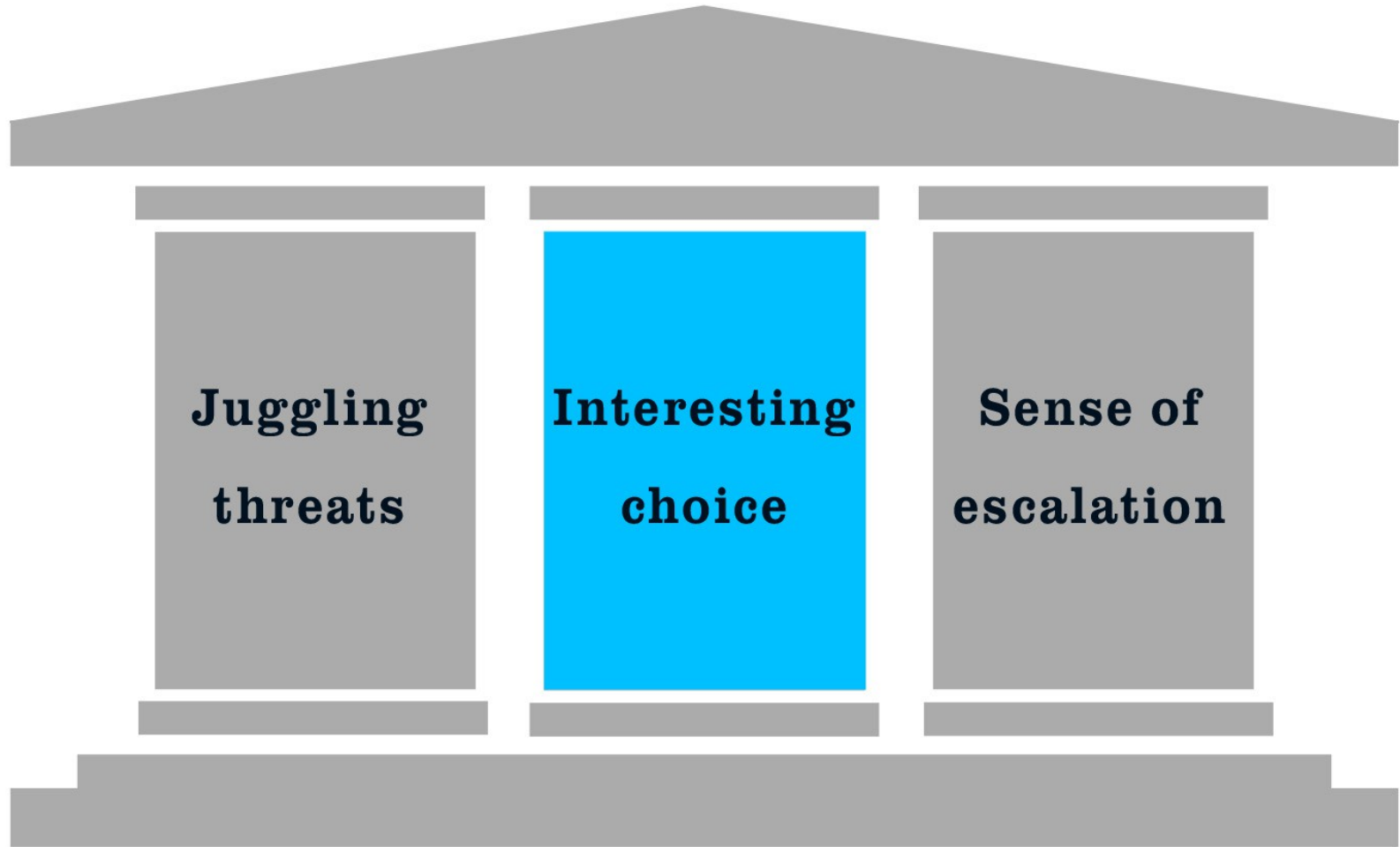


EAST

+3



PLAY MISSION







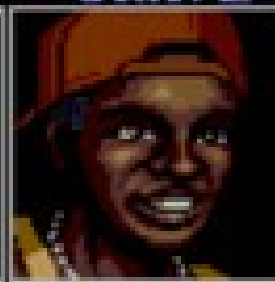
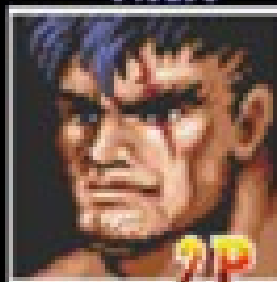
SELECT PLAYER

MAX

AXEL

BLAZE

SKATE



AXEL



★★	POWER	★★★
★★★	TECHNIQUE	★★
★★	SPEED	★
★	JUMP	★
★★	STAMINA	★★★

MAX



WEST



EAST



ITERATION 3

WEST



LAUNCH READINESS
25%

EAST



LAUNCH READINESS
26%

ОПАСНОСТЬ ВЗРЫВА



Main route →

**Optional Area with
computers but more enemies**



ITERATION 3

WEST



LAUNCH READINESS
25%

EAST



LAUNCH READINESS
26%

WEST

-2



LAUNCH READINESS

50%

+25%

EAST



LAUNCH READINESS

26%

PLAY MISSION

WEST



LAUNCH READINESS
50%

EAST



LAUNCH READINESS
-20% 6%

PLAY MISSION

WEST



LAUNCH READINESS

60%

**Least
dangerous**

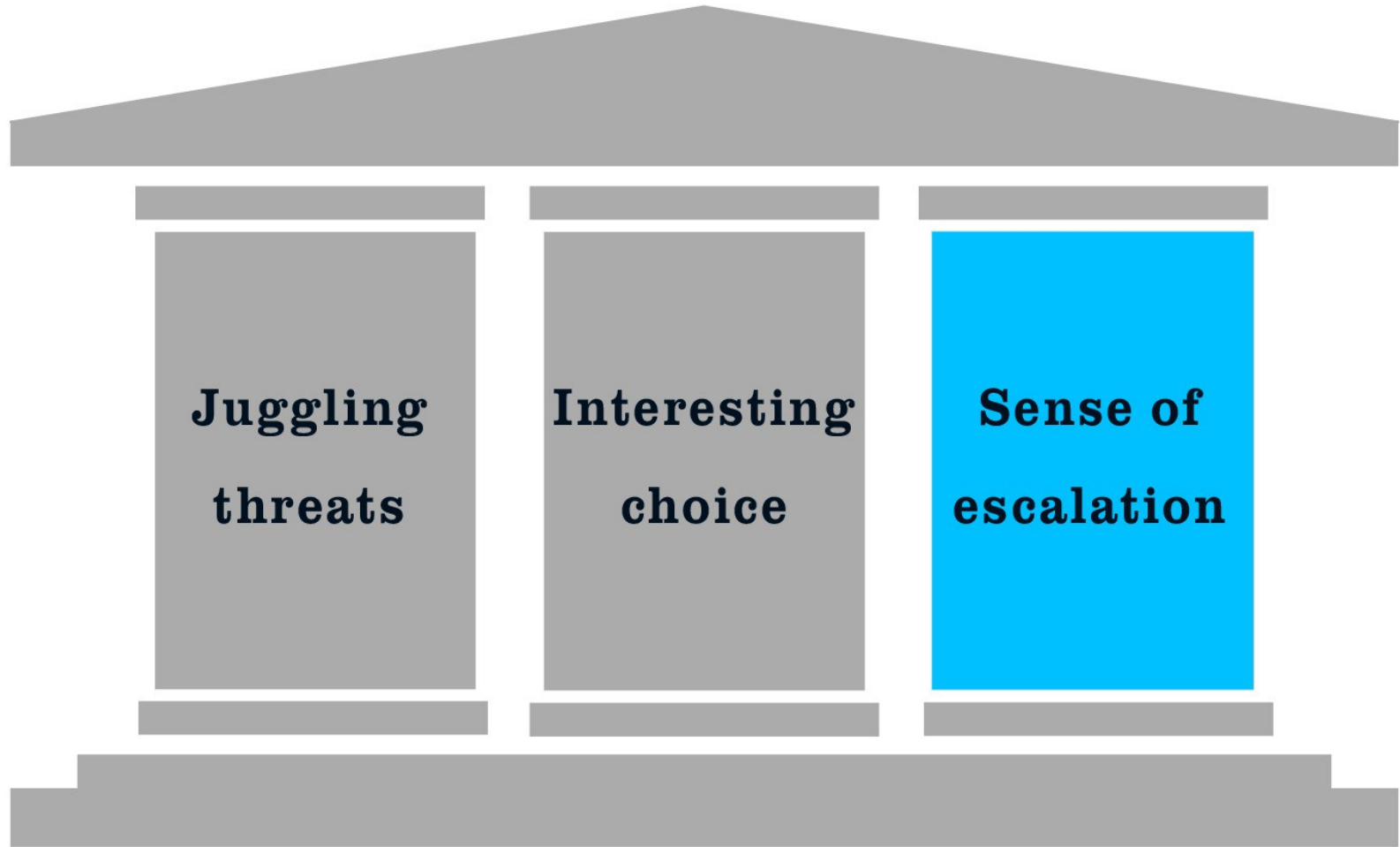
**Most
pressing**

EAST



LAUNCH READINESS

30%



**Juggling
threats**

**Interesting
choice**

**Sense of
escalation**

WEST



LAUNCH READINESS
25%

EAST



LAUNCH READINESS
25%

ITERATION 4

WEST



LAUNCH READINESS
25%

REWARD
4 Weapon Blueprints

EAST



LAUNCH READINESS
26%

REWARD
\$1000

→ *Factors in the decision*

- ▶ **Potential for failure (readiness)**
- ▶ **Difficulty (threat)**
- ▶ **Reward (loot)**



CHINA

PANIC:



MISSION DIFFICULTY:
Easy

REWARD:

\$200



ABDUCTION SITES:

CHICAGO, UNITED STATES

SHANGHAI, CHINA

Confirm

1:02 AM | 1 March
2015

ITERATION 4

WEST



LAUNCH READINESS
25%

REWARD
4 Weapon Blueprints

EAST



LAUNCH READINESS
26%

REWARD
\$1000



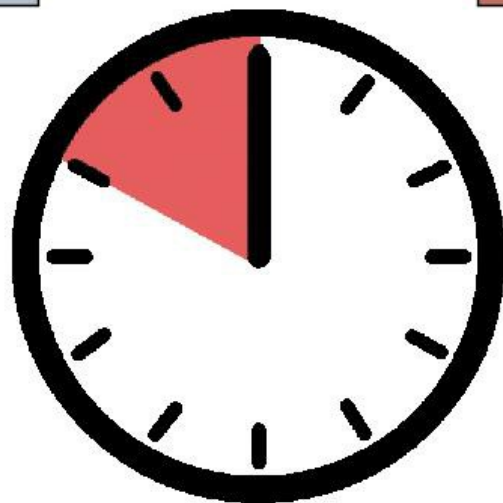
ITERATION 5

WEST



**LAUNCH
READINESS
25%**

REWARD
4 Weapon Blueprints

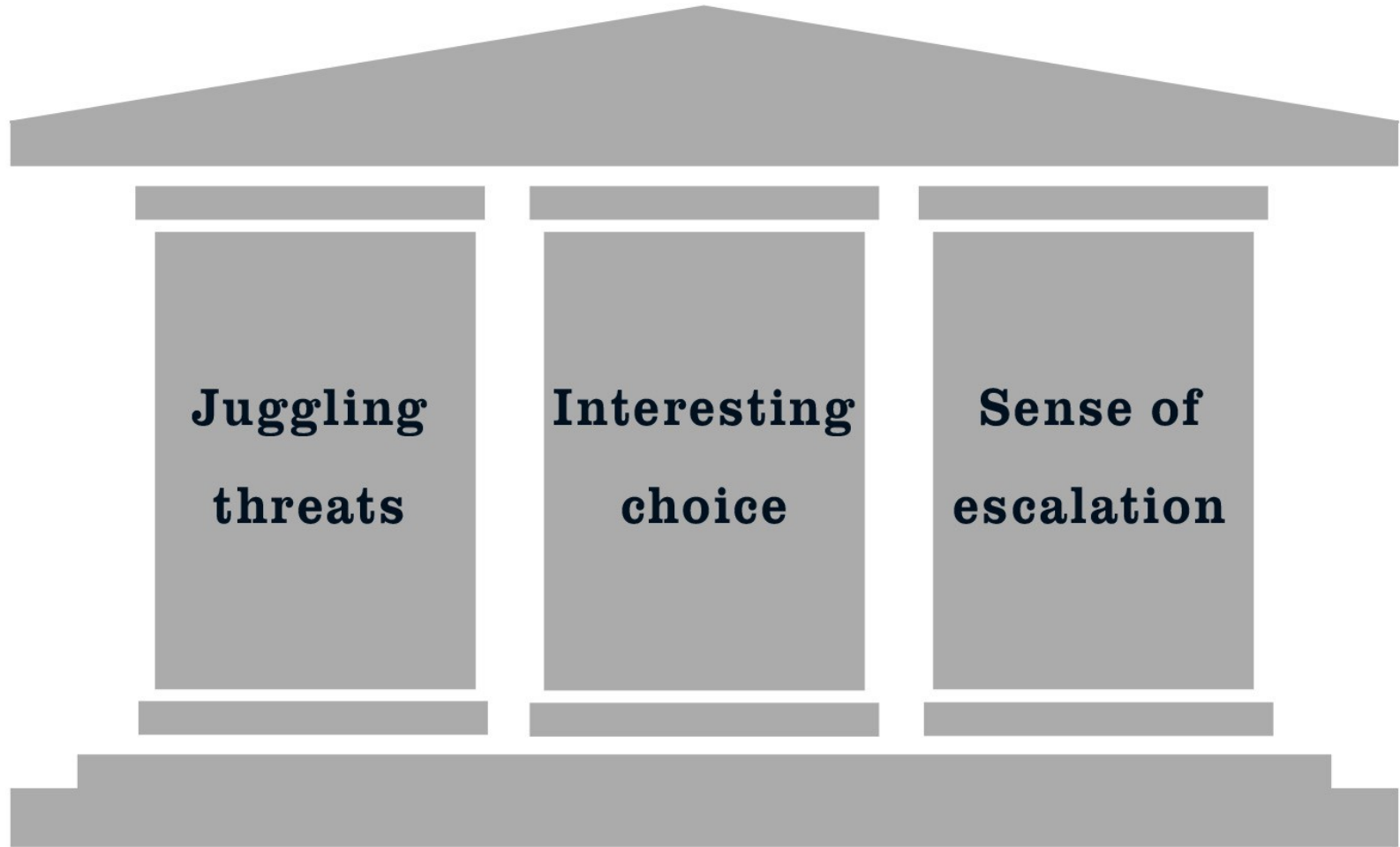


EAST



**LAUNCH
READINESS
26%**

REWARD
\$1000



**Juggling
threats**

**Interesting
choice**

**Sense of
escalation**





Chocolate Frosting

- 6 Tbls. unsalted butter
- 1 Tbls. vegetable shortening
- 1 and 1/2 cup sugar
- 3 Tbls. Cocoa
- 1 Tbls. white corn syrup
- 7 Tbls. evaporated milk
- 1 tsp. vanilla extract

Mix ingredients in a small saucepan over low heat. Cook until it forms a soft ball - about ten to fifteen minutes. Allow the mixture to cool for 15 minutes and then beat until it spreads. Use cooled chocolate pound cake.











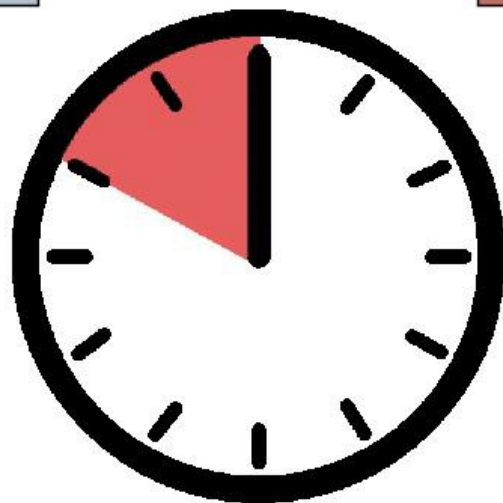
ITERATION 5

WEST



**LAUNCH
READINESS
25%**

REWARD
4 Weapon Blueprints



EAST



**LAUNCH
READINESS
26%**

REWARD
\$1000

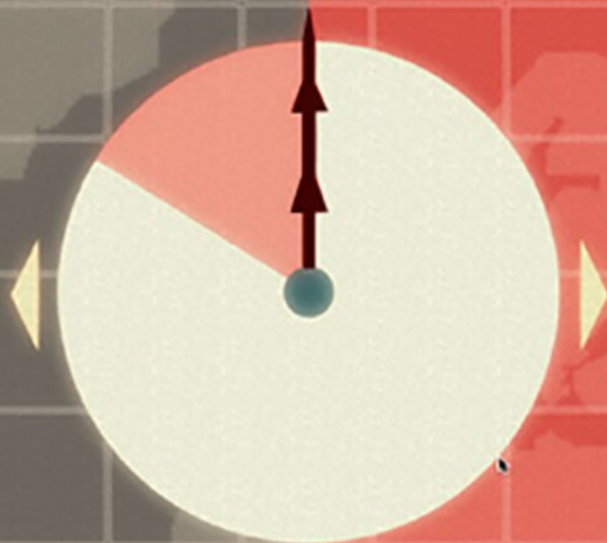
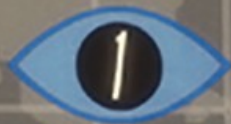
DAY 1

0



LAUNCH
REWARDS

0%
BLUEPRINTS



LAUNCH
REWARDS

0%
DOSSIERS



BACK



WIN



LOSE

SOCIALIST REPUBLIC







→ *How to use a focus test*

- ▶ **Go to it! And take people with you!**
- ▶ **Use open questions**
- ▶ **Be aware of bugs and balancing**







→ *Players didn't understand:*

- ▶ **who they were**
- ▶ **what their overall goal was**
- ▶ **or how to achieve it**

HELLO

my name is

?

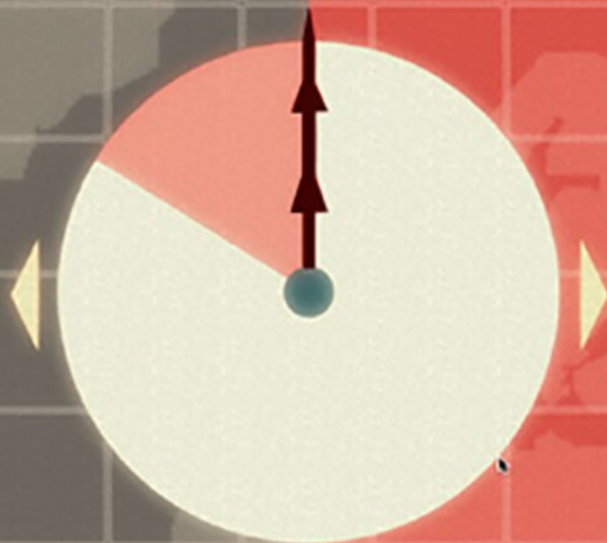
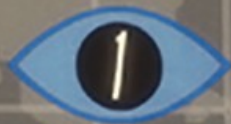
DAY 1

0



LAUNCH
REWARDS

0%
BLUEPRINTS



LAUNCH
REWARDS

0%
DOSSIERS



BACK



WIN



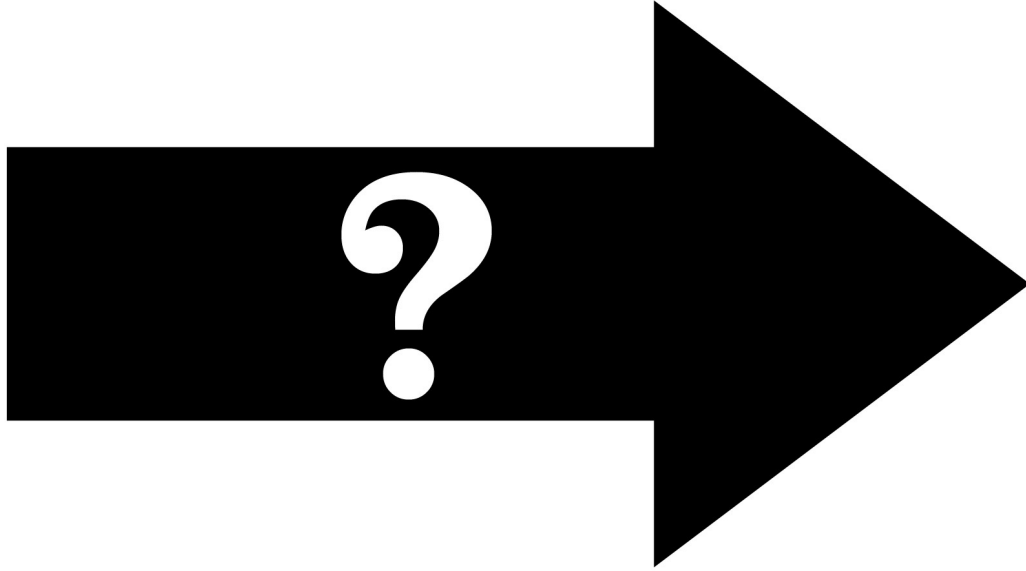
LOSE

SOCIALIST REPUBLIC



OBJECTIVE:





WIN



LAUNCH READINESS
34%



CORE ISSUES

- ✓ **Pacing**
- ✓ **Variety**
- ✓ **Depth**



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CORE ISSUES

✓ **Pacing**

✓ **Variety**

✓ **Depth**

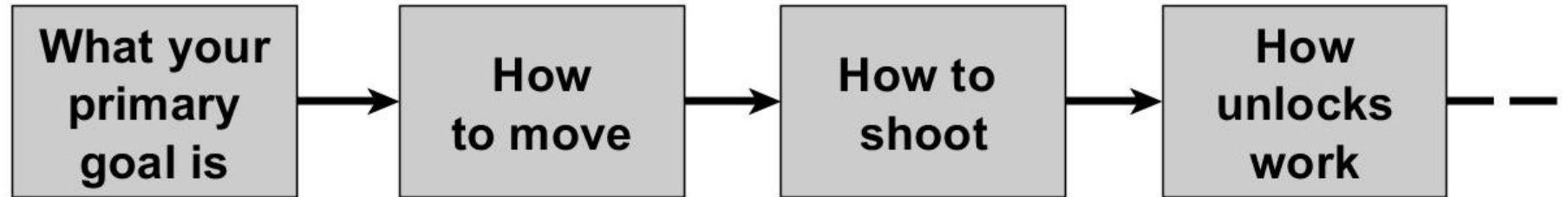
► **Clarity**



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∞



1

0



FIREARMS: use the **Right Stick** to aim.



∞



1

0



FIREARMS: use the **Right Stick** to aim.



∞



1



PRESS TO CONTINUE



C.O.U.N.T.E.R analysts estimate 10 days needed to decode the location of the Luna 4 atomic missile launch site. You must sabotage Luna program facilities to delay launch capability. Buy us time, Agent. Wreak havoc and don't get caught. Good luck.

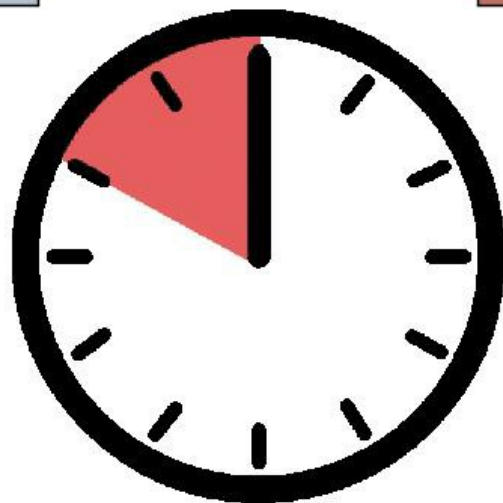
ITERATION 5

WEST



**LAUNCH
READINESS
25%**

REWARD
4 Weapon Blueprints



EAST



**LAUNCH
READINESS
26%**

REWARD
\$1000

LEVELS COMPLETED



WEST

REWARD
4 Weapon Blueprints

EAST

REWARD
\$1000



HULL



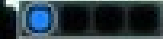
10

SHIELDS

16

8

0



FRONT 100

REAR 100

Notch

Repairs

No Fan

FTL Drive

JUMP

READY

SHIP



WEAPONS

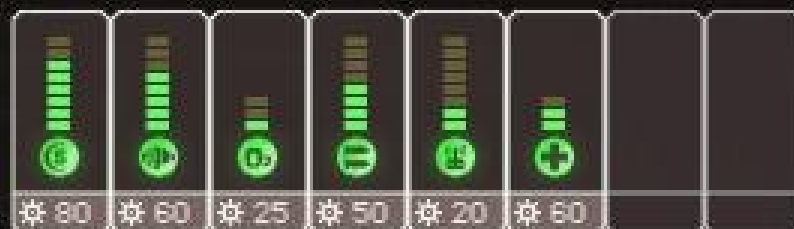
AUTOFIRE



SUBSYSTEMS

EQUIPMENT

The Kestrel



ISBN-4-09-007042-3



ACCEPT

- Allows remote opening and closing of doors
- Upgrades to Blast Doors that impede fire spread and intruder movement

[illegible]





**“The approach we take,
it’s choosing things that the players know.
People understand the need to eat.
They understand the need to drink.
They realize that if you get shot,
you’re gonna bleed.
So these things,
we don’t have to really explain them.”**

- Dean Hall, Designer, DayZ

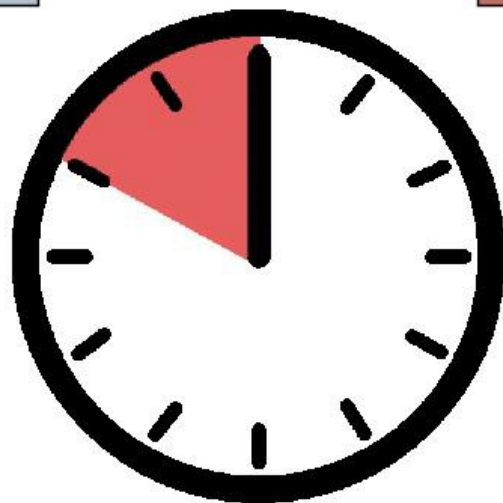
ITERATION 5

WEST



**LAUNCH
READINESS
25%**

REWARD
4 Weapon Blueprints



EAST



**LAUNCH
READINESS
26%**

REWARD
\$1000

DEFCON

5

4

3

2

1





ITERATION 6

LAUNCH PLANS COLLECTED



WEST

2

LAUNCH PLANS



REWARD

4 Weapon Blueprints

EAST

5

LAUNCH PLANS



REWARD

\$1000

ITERATION 6

LAUNCH PLANS COLLECTED



WEST

Least

dangerous

2

LAUNCH PLANS



REWARD

4 Weapon Blueprints

EAST

5

LAUNCH PLANS



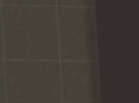
REWARD

\$1000

Most
progress



LAUNCH PLANS
COLLECTED



DEFCON



INFILTRATE SOCIALISTS

DEFCON



LAUNCH PLANS



COLLECTIBLES

4 WEAPON BLUEPRINTS



Bezumnoy
Volk-22



BACK

\$3,500

CONTINUE



→ *How to inherit a design*

- ▶ **Assess the situation**
- ▶ **Fix weaknesses**
- ▶ **Leverage strengths**
- ▶ **Use an iterative design process:**

pillars – prototyping – verifying

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THANKS!



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Image credits

Man wooing woman from the game "The Act", By Chillingo Ltd:
<https://itunes.apple.com/us/app/the-act/id485689567?mt=8>

Demolition:
<http://i-buy-scrap.com/wp-content/uploads/2012/10/Phoenix-Demolition-Companies.jpg>

Bulletstorm screenshot:
<http://www.northwestgamer.com/wp-content/uploads/2013/07/bstorm.jpg>

Half finished house:
<http://rodneyagan.com/im-the-master-of-the-half-finished/>

Nuclear explosion:
<http://www.flickr.com/photos/ctbto/4926596880/>

Star Wars 1313:
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